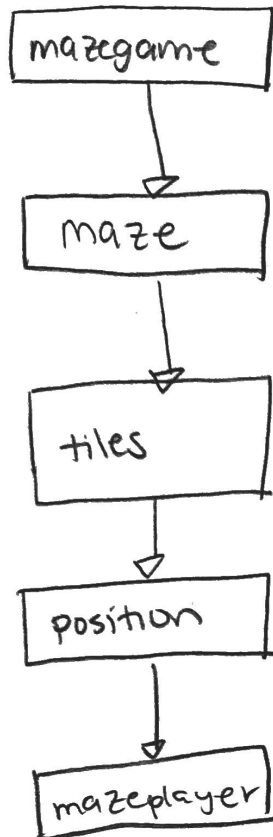


## class hierarchy

-based on what is needed to create the others



## Tile class hierarchy

Tile:

